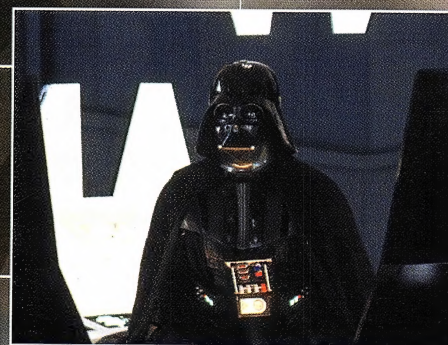


THE OFFICIAL STAR WARS FACT FILE 42

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MEDITATION CHAMBER



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DEAGOSTINI



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BLASTING ITS WAY INTO ISSUE 43...

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The training required to become a Force adept.

BOBA FETT

How the infamous bounty hunter ended up in the belly of the Sarlacc.

JAR JAR BINKS

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NABOO - POWER GENERATOR AREA

The Naboo plasma-processing plant.

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The droid that almost killed Senator Amidala.

MILITARY DROIDS

The mechanized killers, designed exclusively to dominate the battlefield and crush enemies.

DEFLECTOR SHIELDS

The crucial technology that protects objects from laser and particle damage.

CORUSCANT AIR TAXIS

Swift and agile, taxis were the quickest way to get around Coruscant's congested skies.

"PROBE DROID. VERY UNUSUAL... NOT LIKE ANYTHING I'VE SEEN BEFORE"

32 BBY SIT9



A NEW BEGINNING

AS THEY HEADED OUT OF MOS ESPA, QUI-GON AND ANAKIN ENCOUNTERED THE FIRST AND ONLY CLUE TO WHAT WAS WAITING FOR THEM

A NAKIN had said goodbye to Threepio as he grabbed his few belongings. His mind was racing with the promise of adventures to come and reeling from the double blow of winning his freedom, yet having to leave his mother behind. She had reassured him, told him it was the way it had to be, and that he was strong enough. The boy was at a critical crossroads in his life. If Qui-Gon's intuition proved correct, the choice he had to make would affect everything, and not only in Anakin's life.

With a few soothing and heartfelt words, Shmi Skywalker let Anakin go. As she did so, she asked him not to look back. If he did, she knew she would run to him then, snatch him up in her arms and never let him go.

Anakin walked with Qui-Gon Jinn and didn't look back once.

YANNIE, GET TO THE SHIP! Only minutes after joining Qui-Gon Jinn to become a Jedi, Anakin was plunged into danger from a lethal enemy. On orders from Qui-Gon, he ran to the silver ship as fast as he could, telling the crew to take off.



On the way out of Mos Espa, Anakin paused to hand money over to his friend Jira. Normally so effervescent, Anakin seemed lost, his voice flat and unemotional. He had left something behind with his mother – a part of himself that fate, or the Force, had declared he would never have the chance to reclaim.

A MOVE AGAINST THE JEDI FIRST:

Following Darth Sidious's orders to the letter, Darth Maul acted as soon as he had information from his dark eye probe droids. Loyalty to his Master and desire for revenge on the Jedi drove him.

MYSTERIOUS ENEMY

An echo of instinct warned Qui-Gon that he and Anakin were being watched. Expanding his senses outward, Qui-Gon was able to discern his tracker – a solitary probe droid. Without breaking stride, Qui-Gon drew his lightsabre and struck out before Anakin was even aware of the threat. The boy turned



SITH 32 BBY

to see the bisected droid sparking out its last on the dirt of a Mos Espa street. Qui-Gon was puzzled and uneasy about the unfamiliar droid. He picked up the pace, hoping to make it back to the sanctuary of the Naboo starship quickly. Anakin could not have known that he was about to be involved in a deadly combat quite so soon.

CLASH IN THE DESERT

Darth Maul was already speeding toward the Jedi Master and the boy when the signal from his dark eye droid was lost. He finally caught up with Qui-Gon Jinn and the boy just short of the Queen's Royal Starship. Qui-Gon sensed Maul's approach, and warned Anakin to drop.

AT THAT WAS A SURPRISE: Qui-Gon Jinn underplayed the shock he experienced at having to face a Sith Lord. Darth Maul made the most of the surprise his sudden appearance caused, knowing that the Jedi were unaware of his existence.

NARROW ESCAPE

Qui-Gon was barely able to deflect the blow from the cloaked assassin as the dark figure leapt from his bike to attack. The sudden wave of pure and focused hate that smashed into Qui-Gon's senses was unlike anything he had ever faced, and the Jedi Master barely held his own. He managed to instruct Anakin to head for the ship and tell the crew to take off.

Obi-Wan read the situation expertly, bringing the vessel around so Qui-Gon, hard pressed and defending desperately, could jump up onto the boarding ramp. Obi-Wan joined his Master and young Anakin in the passenger area. Though Qui-Gon seemingly dismissed the experience, Obi-Wan had never seen his Master so rattled. Whoever the mysterious warrior had been, both Jedi knew they had not seen the last of him.

YANOTHER TIME: His appetite for violence whetted, Darth Maul was hungry for the chance to spill Jedi blood. They were the only foe worthy of his training and abilities.



'BUT THE TUSKENS. THEY KILL AND STEAL WHEREVER THEY CAN'

27 ABY TUS1



TUSKEN RAIDERS

OF ALL THE CREATURES THAT EXIST IN THE TRACKLESS DESERTS
OF TATOOINE, TUSKEN RAIDERS ARE AMONG THE MOST VICIOUS

FIERCE and secretive, the Tusken Raiders – or Sand People, as they are also known – are universally loathed and feared by other inhabitants of Tatooine. They live in the depths of the deserts, venturing near civilization only to scavenge technological devices and supplies, and killing everything that gets in their way. Whether they originated on Tatooine or migrated there from elsewhere is unknown – even to tribal storytellers – but they are found nowhere else in the galaxy.

When human colonists first arrived on Tatooine, they created the walled settlement known as Fort Tusken. The Sand People attacked en masse, and destroyed it utterly. Centuries later, the carnage they created is still remembered through their name.

The Raiders do sometimes take prisoners, though only to torture them. This is not out of a desire to inflict pain, but rather to test the mettle of their enemies.

Central to their way of life are the banthas that carry them across the desert, always in single file to disguise their numbers. Despite the banthas' huge size, Tusken Raiders still manage to sneak up on targets in the desert and create ambushes. It is said that they kill anyone caught stealing water from their sacred wells.

DESERT WEAPONS

Tusken Raiders are great scavengers and will use what they steal, but they do not create technology. This applies even to weapons.

Although they can steal blasters as readily as

anything else, their preferred weapon remains the gaderffii, or gaffi stick, because close-quarters fighting requires the most strength and bravery. They fashion these long axes or spears out of krayt dragon horn and metal scavenged from wrecked starships, and use them not only for fighting but also to carve messages on rocks.

The Tusken Raiders travel light – they take with them only what will fit into an urtah, or carrying pack. Among their few possessions are tents, called urtya – which they make from skins and tendons – and cooking gear, which is sometimes made from scavenged metal. Most precious to the Tuskens, however, are the skulls of their ancestors, and pearls taken from the krayt dragons hunted by the bravest of them.

Some anthropologists have suggested that they are not truly sentient, but instead exist in a kind of half-animal, sub-intelligent

> THE FACE OF DEATH:

For many early settlers of Tatooine, their last sight was the hideous visage of a Tusken Raider brandishing a deadly gaffi stick. Branded sub-sentient by other species on Tatooine, Tusken Raiders have proven impossible to civilize and tame, despite centuries of coexistence with developed races.



CHARACTER DATA

| | |
|------------|------------------------|
| SPECIES: | TUSKEN |
| HEIGHT: | 1.8 METRES (AVERAGE) |
| HOMEWORLD: | TATOOINE |
| MOUNT: | BANTHA |
| WEAPON: | GADERFFII, BLASTERS |

state not seen in human development. Despite this, they have a language, albeit one that consists of howls, grunts and honks that sound like random noise to human ears. They also have a rigid society that depends on ritual and custom for its survival.

They are tall – reaching two metres in height – and humanoid. Beyond that, their appearance is almost as much of a mystery as their lifestyle, because they are covered from head to foot in robes and bandages. Though they

> DRESS CODE: Female Sand People are distinguishable by their metal face mask with its articulated breastplate. Unlike males, they do not have an aperture to speak through.

differ in detail from tribe to tribe, they are always the colour of sand, which helps them to blend in with the desert. The face of a Tusken Raider is covered by a full head mask that includes goggles and a mouth filter. Though these accoutrements have a huge practical value – they protect the Raider from the sun, sand and winds



of the desert, and conserve moisture – their cultural significance goes far beyond this.

It is death for anyone, even another Tusken, to see the face of a Raider. In fact, this taboo goes so deep that only clan elders can arrange marriages. These happen once a year, when the couples come together in a blood ritual. Once the blood of the male and female – and their respective bantha mounts – have been mixed, they are bonded for life. Then, and only then, may they take off their face masks in front of each other. For anyone other than a Tusken's mate to see his or her naked face is cause for a blood duel.

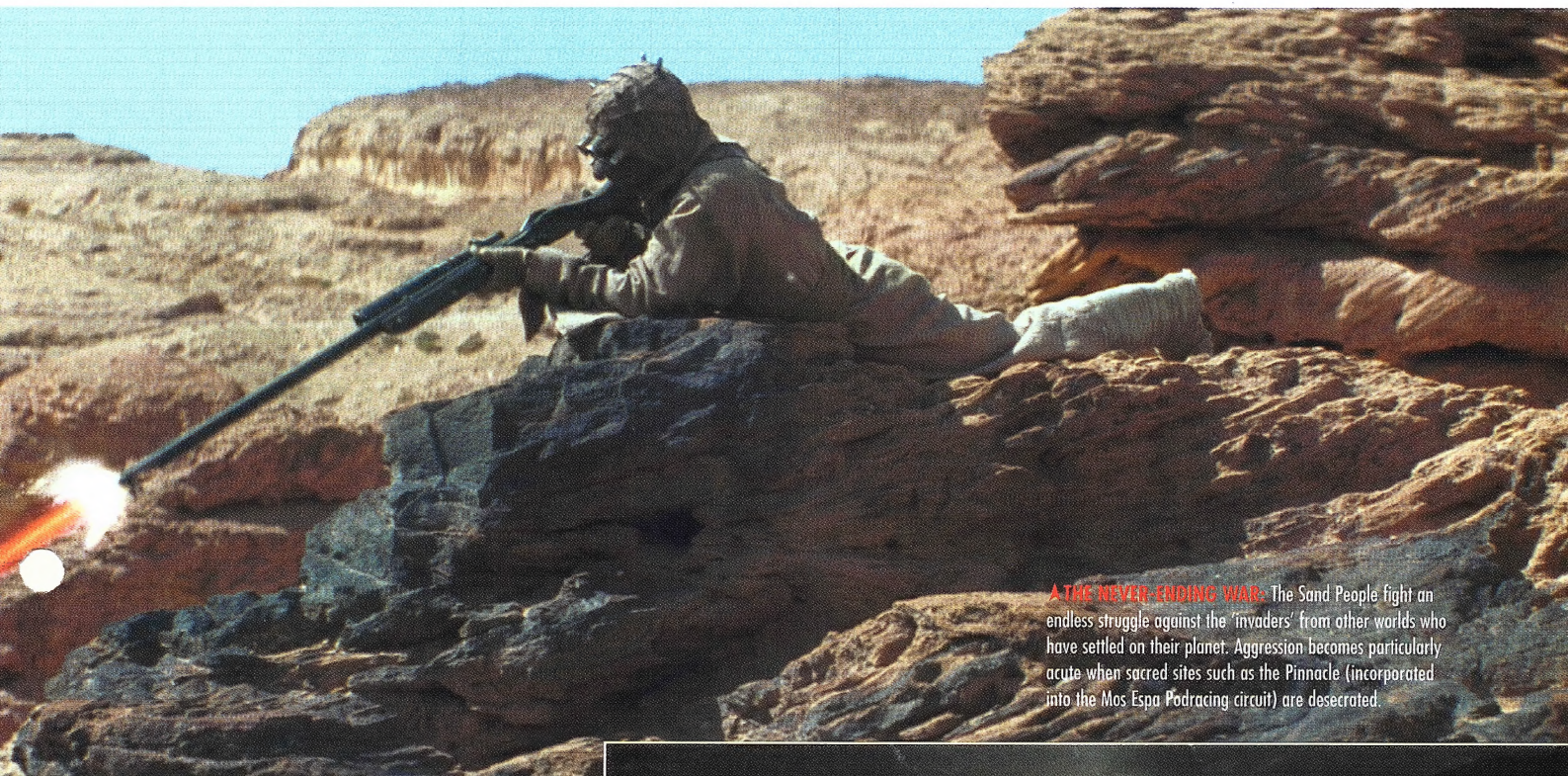
< UNSEEN FAMILY: Although Sand People follow the usual instincts in terms of protecting their families, male Tusken's bonds with their bantha mounts are more profound and heartfelt than those with spouses or children.

'THEY'RE LIKE ANIMALS'

27 ABY TUS3

FACELESS KILLERS

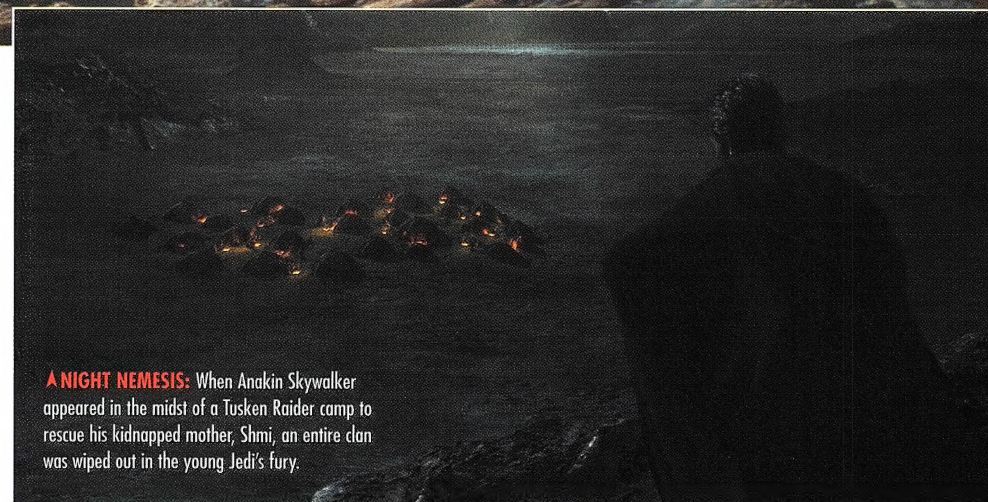
THE LIVES OF THE TUSKEN RAIDERS ARE RESTRICTED AS MUCH BY THE RULES OF THEIR SOCIETY AS THEY ARE BY THE HARSH DESERT ENVIRONMENT IN WHICH THEY LIVE



A THE NEVER-ENDING WAR: The Sand People fight an endless struggle against the 'invaders' from other worlds who have settled on their planet. Aggression becomes particularly acute when sacred sites such as the Pinnacle (incorporated into the Mos Espa Podracing circuit) are desecrated.

FROM the moment they are born, Tusken Raiders are swathed in robes and bandages like their parents. Once they are able, it is their task to tend the banthas – the riding beasts upon which the Tusken Raiders depend for so much. Although they are guarded by the adults, the children are not considered to be real people until they have survived the right of passage that all must undergo. Many do not make it, but rather than regretting this, the Sand People take pride in the fact that only the fittest survive.

To be accepted as an adult Tusken Raider is no easy thing. Adolescents must carry out a feat of daring and skill, and survive to tell the tale. Their eventual status in the community will depend upon the difficulty of the task. An old tale tells of the time four of them

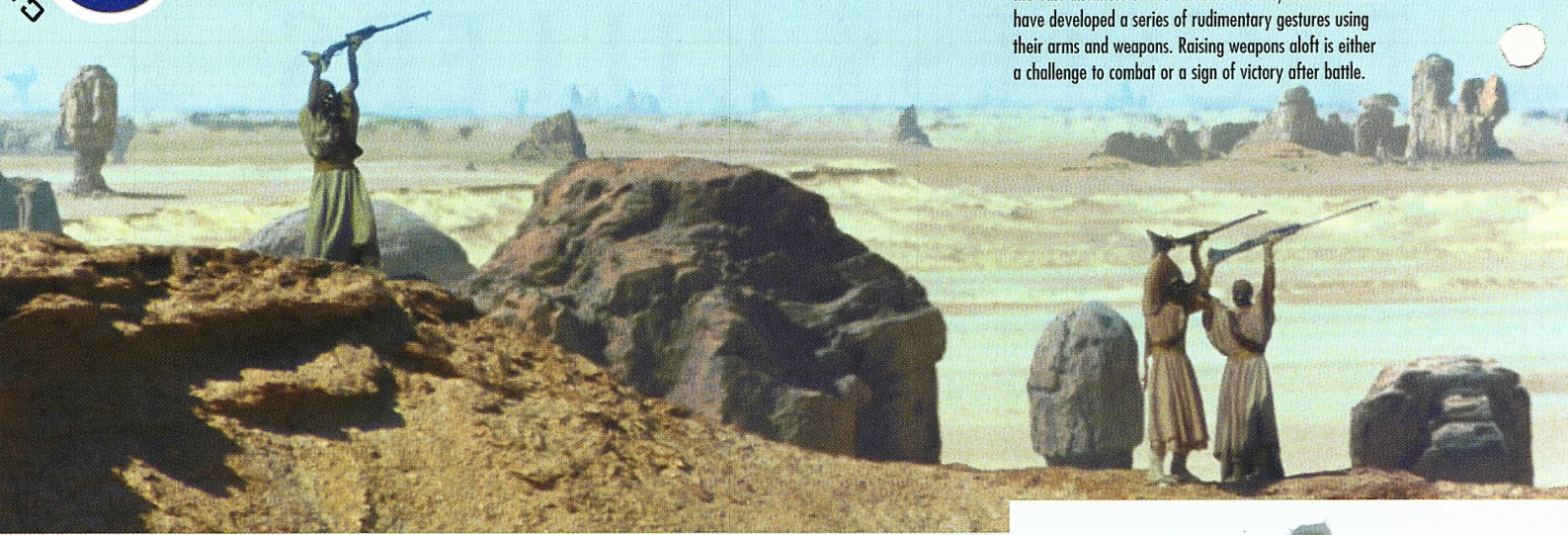


A NIGHT NEMESIS: When Anakin Skywalker appeared in the midst of a Tusken Raider camp to rescue his kidnapped mother, Shmi, an entire clan was wiped out in the young Jedi's fury.

banded together and slew a krayt dragon without any help from their banthas. Numerous others have attempted to follow in their footsteps. Unsurprisingly, many have died horribly, for the krayt dragons are certainly the most ferocious beasts on Tatooine.

It is when they come of age that Tuskins bond with their bantha, in a relationship that is in some ways deeper, richer and more important than marriage. It is as if the two beings become one, and when one of them dies, the other descends into a suicidal

Y COMMUNICATION: In order to communicate across the vast distances of the Tatooine deserts, Tusken Raiders have developed a series of rudimentary gestures using their arms and weapons. Raising weapons aloft is either a challenge to combat or a sign of victory after battle.



frenzy. If a bantha is left without a rider, it will be turned out of the camp by the other Tuskens to survive as best it can. When a bantha dies, its rider wanders the desert, seeking its spirit. If the spirit is kind, it may lead the rider to a wild bantha. If the rider can subdue it and take it back to his people, he will be held in high regard. But most often the spirit of the dead bantha drags his rider into the afterlife, and the Tusken dies on the desert sands.

TUSKEN TALES

Perhaps the most important member of any tribe of Sand People is their storyteller, for there is no written form of the Tusken language. The lineage and feats of prowess of every member of the tribe are remembered in the form of chants, which are handed down from storyteller to storyteller.

This is not to say that no new material can be added. Indeed, such additions are essential, for births and

deaths, rites of passage and massed battles, all are told and retold as they first happened. But once the storyteller has told the tale once, it is fixed for all time. Not a word may be changed, for in this, as in all things, the Tuskens are rigid, ruthless and bloodthirsty.

At the appropriate time, the storyteller takes an apprentice, who must learn every chant the old storyteller knows, as well as all the new ones as they are created. The difficulty facing the apprentice is to learn the chants without ever saying them aloud, not even in practice.

When the apprentice is ready, he recites what he has learned. If he makes a mistake, however small, he is killed instantly, for to change a single word is blasphemy. If, however, he passes the test and recites the chants without error, he becomes the new storyteller. The old storyteller wanders off into the desert to die alone, his tale now complete.



Y A HISTORY LESSONS: At the centre of the Sand People's culture lie two things – their horned bantha mounts and their ceremonial storytelling. The stories remember acts of bravery, often involving banthas, and are the only form of history that the savage humanoids have.



"YOUR DESTINY LIES WITH ME, SKYWALKER.
OBI-WAN KNEW THIS TO BE TRUE."

THE EMPEROR'S PRIZE

THE *MILLENNIUM FALCON* LIMPED TO BESPIN'S CLOUD CITY, BUT DARTH VADER HAD ARRIVED THERE IN PLENTY OF TIME TO SET UP A TRAP

ON arrival at Cloud City, Darth Vader met with the Baron to discuss a deal. Vader was confident that Lando would play his part under the threat of an Imperial garrison potentially being posted on Cloud City.

Solo and his companions arrived, and capturing them was no problem, but there was no sign of Luke Skywalker. The Sith Lord knew he could use his prisoners to draw Luke Skywalker to Bespin. Indeed, Luke arrived just as Darth Vader was testing Cloud City's carbon-freezing system on Han Solo. The test successfully proved that Luke could be safely frozen for his trip to Coruscant to be presented to the Emperor.

The frozen Solo was given to Boba Fett, and Leia, Chewbacca and Threepio were sent to Vader's shuttle to be transferred to the *Executor*, Vader's Super Star Destroyer flagship.

Vader had no idea that Lando Calrissian planned a deception. Ultimately, though, it would have changed nothing. Luke Skywalker was the prize, and Vader did not intend

> **YOU ARE BEATEN:** Young Luke Skywalker was no match for the powerful Force skills of Darth Vader. The Jedi fought bravely, however, impressing the Dark Lord with his potential as a powerful dark side Force-user.

Y DON'T MAKE ME DESTROY YOU:

Lord Vader did not intend to kill his son, only force him into submission and make him join the dark side. However, he underestimated Luke's inner strength and courage. The young Jedi chose to sacrifice himself rather than submit to the Dark Lord.

to allow the young man to escape this time. This was more than simple revenge, however, and more than a desire to please his Master.

FATEFUL MEETING

Darth Vader was waiting for Luke when the young man reached the carbon-freezing chamber. They crossed lightsabres, and even Vader was impressed by how far Luke had come.

Luke did better than could be expected, surprising Vader and even wounding him, which further angered the Dark Lord. Finally, after Vader had struck off Luke's right hand, the Sith Lord faced the young Jedi apprentice. Luke was beaten, but Vader delivered the crushing blow, revealing to Luke that his father was not dead, but standing before him – ready to join with him in deposing the Emperor and ruling the galaxy.

Luke reacted with stunned disbelief, unable to accept that Darth Vader was his father. Wracked with confusion, he hurled himself into the abyss of Cloud City's wind tunnel. Vader sensed that Luke had survived, and the battered Jedi was ultimately rescued by his friends in the *Millennium Falcon*, which then escaped to the relative safety of hyperspace.

> COME WITH ME: Vader could defeat Luke in a lightsabre battle, but he could not win the young man's heart. Where Vader had fallen into the dark side, his son remained strong and resisted the Dark Lord's offer of power.



HE IS A DANGEROUS MAN, MY MASTER. NOT TO BE TRUSTED

3 ABY VAD15

RIVALS IN POWER

BEFORE DARTH VADER'S VERY EYES, THE MILLENNIUM FALCON CARRIED LUKE SKYWALKER TO THE SAFETY OF HYPERSPACE. HE HAD FAILED

THE crew of the *Executor* awaited the expected round of capital punishments. Instead, Darth Vader stalked from the bridge to the seclusion of his chamber, making his report to the Emperor before meditating on the events on Bespin.

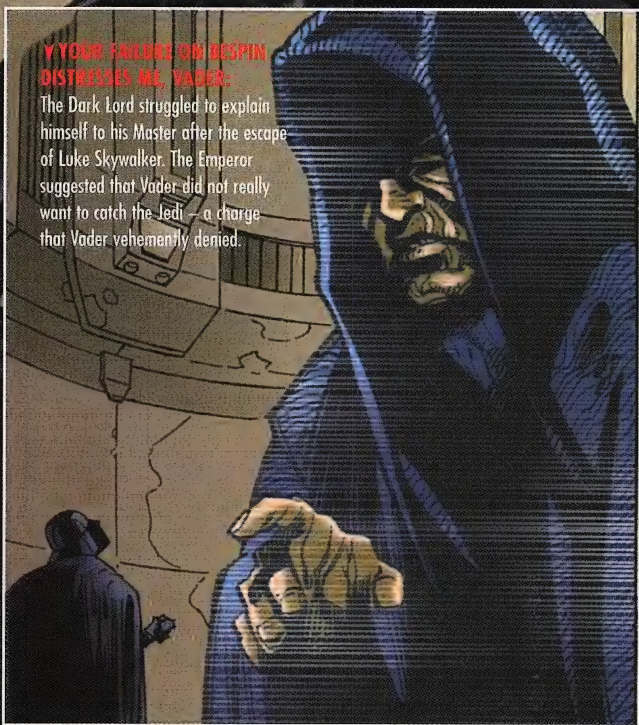
Things were no longer simple for the Dark Lord. Bespin had marked another failure to capture Luke Skywalker, though there was a chance the boy's journey to the dark side could begin. Vader had sown the seeds of fear and anger in Luke, and given the apprentice Jedi a taste of the power of the dark side of the Force. That would be enough for the time being. Vader would find Luke Skywalker again, and the lessons would continue.

IMPERIAL PAWNS

If the Emperor suspected Darth Vader of having mixed loyalties he gave no sign of it. However, it was in Palpatine's nature to set his underlings against each other – both to keep them from having time

YOUR FAILURE ON BESPIN DISTURBS ME, VADER:

The Dark Lord struggled to explain himself to his Master after the escape of Luke Skywalker. The Emperor suggested that Vader did not really want to catch the Jedi – a charge that Vader vehemently denied.



DESTROY THE SKYHOOK: Darth Vader gave a direct order to the *Executor* crew to destroy Prince Xizor and his skyhook. He was willing to risk the wrath of the Emperor to be rid of his dangerous rival once and for all.

Vader, Xizor determined that Luke should be killed and Vader implicated in the deed.

VADER VICTORIOUS

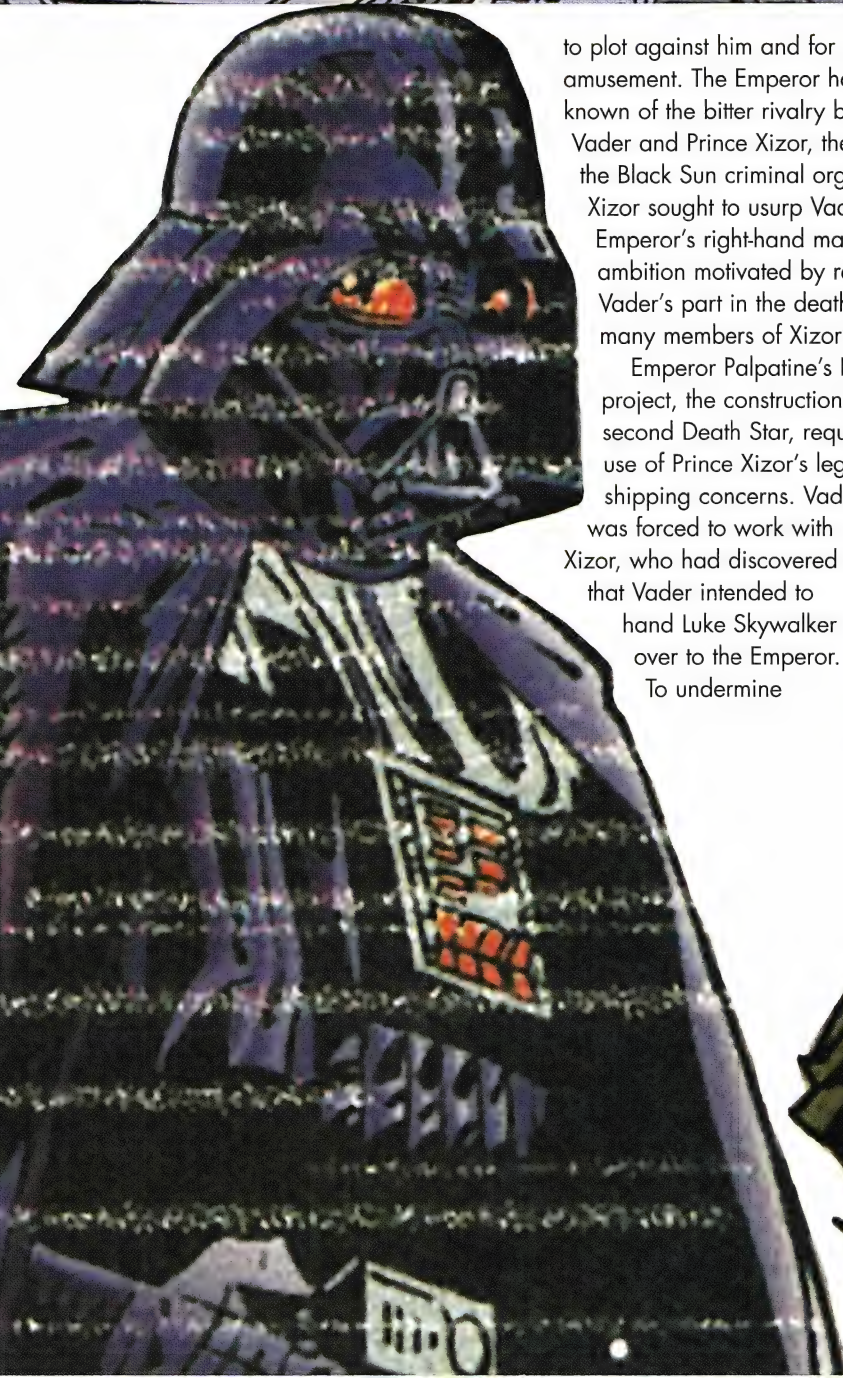
Vader saw through the Falleen crime lord. Eventually, the Dark Lord gained the evidence he required against Xizor, though he had had to assign a freelance agent named Jix to protect Luke. Vader confronted Xizor above Coruscant, where the prince had taken refuge in his skyhook. When Xizor refused to surrender, Vader destroyed him and his skyhook. Ironically, the prince's fleet had been

battling Rogue Squadron and the *Millennium Falcon* at the time, and the Rebels escaped once more.

YOU WILL PAY THE CONSEQUENCES: Darth Vader demonstrated that he was not just the strong arm of the Emperor – his outmanoeuvring of Prince Xizor was worthy of Palpatine himself. The Emperor was not overly distressed by the demise of Xizor. His most loyal servant had won the day.

to plot against him and for his own dark amusement. The Emperor had long known of the bitter rivalry between Vader and Prince Xizor, the head of the Black Sun criminal organization. Xizor sought to usurp Vader as the Emperor's right-hand man, an ambition motivated by revenge for Vader's part in the deaths of so many members of Xizor's family.

Emperor Palpatine's Endor project, the construction of a second Death Star, required the use of Prince Xizor's legitimate shipping concerns. Vader was forced to work with Xizor, who had discovered that Vader intended to hand Luke Skywalker over to the Emperor. To undermine



'GZHUNG ZHGODD'

NIEN NUNB

FROM THE COCKPIT OF THE *MILLENNIUM FALCON*, NIEN NUNB
DEMONSTRATED HIS BATTLE SKILLS AGAINST IMPERIAL STARSHIPS
AND HELPED LANDO CALRISSIAN DESTROY THE SECOND DEATH STAR

A diminutive, rodent-like Sullustan, Nien Nunb certainly stood out among the ranks of Rebel pilots serving in the Alliance fleet. At 1.6 metres in height, the Sullustan was unusually tall for his species, yet had the

unmistakable large ears, orb-like onyx eyes and heavy, pronounced jowls that were typical of his race.

Although there were several other Sullustan pilots serving in the fleet, Nien Nunb's distinguished career made him one of the most highly regarded. That, combined with his loyalty and strength of character, earned him the respect of both Han Solo and Lando Calrissian.

Nien Nunb's features were the result of his species' evolution on the harsh terrain of his homeworld, Sullust. This

dark, ash-shrouded planet is noted for its intense volcanic activity, which forced many of its native species underground. To exist in the dark catacombs of their homeworld, Sullustans developed keen sensory abilities, including ultra-sensitive eyesight, hearing and an intuitive sense of direction. These abilities were traits ideally suited to the skills of flying and navigation. As a result, Sullustans were naturally attuned pilots. Moreover, the Sullustan people harboured strong sympathies for the Rebellion during the Civil War, and this combination of skill and resolve made them a valuable addition to the Alliance forces.

LOCAL HERO

Prior to the war, Nien Nunb was already well known for his piloting skills as captain of a modified freighter named *Sublight Queen*. Similar to Han Solo's *Millennium Falcon*, the vessel served him well in his capacity as an interstellar trader working for the SoroSuub Corporation. Nien Nunb was equally successful in smuggling, which brought him into contact with Lando Calrissian. As business associates, the two developed a mutual respect that led to them becoming business partners, and later friends. Lando even learned to understand Nunb's Sullustan dialect.

A HERO WORSHIP: The exploits of Nien Nunb have become part of local folklore on his homeworld of Sullust. Unwilling to accept the authority of either the Empire or the SoroSuub Corporation, the gutsy pilot rebelled and started a one-man campaign against the oppressors.

CHARACTER DATA

| | |
|---------------------|----------------|
| SPECIES: | SULLUSTAN |
| HEIGHT: | 1.6 METRES |
| HOMEWORLD: | SULLUST |
| AFFILIATION: | REBEL ALLIANCE |
| VEHICLES: | SUBLIGHT QUEEN |

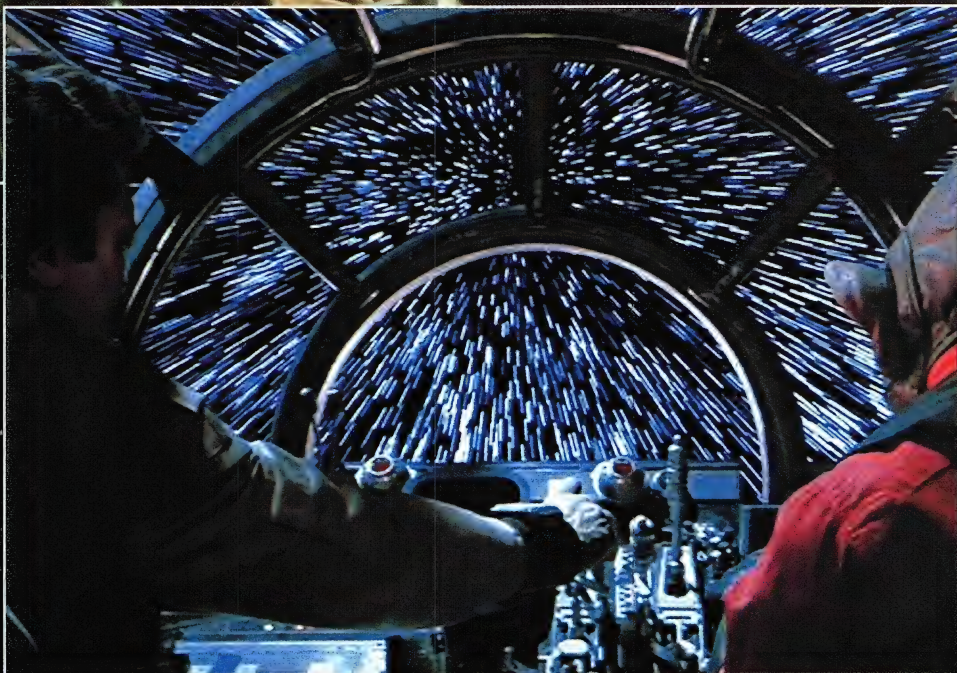




A > NATURAL SKILLS: As a Sullustan, Nien Nunb had an array of inherited characteristics that made him a brilliant pilot and navigator. Developing senses and reactions bordering on precognition, the Sullustans were highly valued as crew for starships within the Rebel Alliance Navy.

MIGHTY MANUFACTURER

As the planet's largest manufacturer of freighters, military cruisers and fighters (including the famed Z-95 Headhunter), the SoroSuub Corporation secured the services of thousands of beings on Sullust. Yet the company's decision to support the Empire during the Civil War left a nasty taste in the mouths of many Sullustans. A strong supporter of the Rebel movement, Nien Nunb lobbied the company to defer its resources to the Alliance. He eventually resorted to public harassment, theft and sabotage to make his views felt. His actions made him a folk hero among his people, but he also incurred the wrath of both SoroSuub and the Empire. Their attempts to silence him culminated in an engagement with a Star Destroyer, which cost Nien Nunb his ship. These



events galvanized him into joining the Alliance and taking a group of like-minded Sullustans with him.

When Nunb's old friend Lando Calrissian was promoted to general, the human volunteered to lead a starfighter offensive against the second Death Star at Endor. As Gold Leader, Calrissian was given command of the *Millennium Falcon*. When it came to selecting a co-pilot, Lando had no hesitation in

choosing Nunb. Calrissian knew he could depend on his friends' piloting expertise. He was not disappointed. During the Battle of Endor, Nien Nunb's skills helped Lando destroy countless TIE fighters. At the battle's climax, the two pilots succeeded in bombing the Death Star's reactor core. After the battle station's destruction, Nien Nunb had earned a place in history; not to mention the lasting gratitude of his people.

ZHNG AHZI GNGNOMZH. „DZHY LYHZ!“

ALLIANCE HERO

NIEN NUNB FLEW SEVERAL FURTHER MISSIONS FOR THE REBEL ALLIANCE AND THE NEW REPUBLIC BEFORE ASSUMING LEADERSHIP OF THE SPICE MINES OF KESSEL

FOLLOWING the destruction of the second Death Star at the Battle of Endor, Nien Nunb continued to serve the Alliance during its continuing struggle against the remnants of the Imperial forces. One of his many misadventures saw him serving on board the *Millennium Falcon* once again, this time alongside the vessel's true owner, Han Solo. Nien Nunb was accompanying Solo on a mission to

rescue two dignitaries from the Imperial prison planet Vandelheim. Once again, the dependable Sullustan was to prove his worth as a co-pilot and navigator. The mission was not without incident, however. Narrowly avoiding capture by Imperial stormtroopers, destruction in perilous asteroid fields and defeat by Imperial starships, the group barely escaped the episode with their lives.

A NEW THREAT

In another mission, Nien Nunb played a major role in the defence of Alliance ships during a savage attack by a warlike species, the N'Gai. The aggressive invaders launched their attack during the Alliance's temporary evacuation of their base on Endor, and the *Falcon* was needed to protect the vulnerable New Republic transports leaving the base. Unfortunately, Han Solo had been temporarily incapacitated and was unable to fly – and Nien Nunb bravely stepped into the breach to co-pilot the *Falcon* alongside Chewbacca. With the help of other Alliance fighters, the *Falcon* successfully staved off the assault, allowing the New Republic ships to leave orbit safely.

Now seven years since the Rebel victory at the Battle of Endor, the Imperial threat had begun to diminish,

◀ LOYAL REBEL: Nien

Nunb's loyalty did not end with the defeat of the Empire at Endor. He remained a trusted and valuable servant of the New Republic against the many new dangers that emerged in the years after the Galactic Civil War.

and Nien Nunb enjoyed a period of relative peace. His life was changed once more, however, by the intervention of his friend Lando Calrissian. Having liberated the spice mines of Kessel from the loathsome Moruth Doole (with help from New Republic ally Mara Jade), Lando planned to reopen the mines under new administration, and appointed Nien Nunb to oversee the operation. The mines had been a horrific example of exploitation of sentient species, with slaves working in the highly dangerous tunnels until they dropped from sheer exhaustion. Replacing corruption with efficiency and slave labour with worker droids, Nien Nunb's administration transformed the mines from a barbaric labour camp into a highly successful spice-mining enterprise. Running a

respectable operation proved a change of pace for the former pilot. He became a well-respected and efficient facility administrator. Yet in the years ahead, New Republic leaders, especially Lando Calrissian and Han Solo, knew they could continue to count on the help and support of this conscientious and dependable Sullustan.

> ETERNAL LEGEND:

Although often restricted to a desk and an office as administrator of the Kessel spice mines, Nien Nunb will undoubtedly be remembered as the Civil War hero who played a key part in the downfall of the Empire. The New Republic may need to call on his courage and skill again one day.

SULLUST

THE giant SoroSuub engineering corporation dominated this dark, volcanically active Inner Rim planet, but the company's allegiance with the Empire during the Galactic Civil War encouraged many Sullustans to rebel and fight for the Alliance.

RENEGADE EXILES

Following Nien Nunb's example, many Sullustan pilots pledged their services to the Rebel Alliance fleet, serving as fighter pilots for Alliance A-wing and B-wing fighters. Eventually, SoroSuub capitulated to public opinion and changed sides. As a token of their support, Sullustan authorities allowed their planet to become the staging area for a massive Rebel armada, gathered in secret to launch a surprise attack on the Empire's second Death Star.



'I CAN TEAR YOUR LIMBS OFF IN RECORD TIME'

17 ABY RED 1



RED TERROR

ULBAN ARMS



ON THE FACTORY MOON OF TELTI THERE WAS NOT A SINGLE DROID WHOSE CIRCUITS DIDN'T SPARK AT THE VERY MENTION OF THE NAME 'RED TERROR'

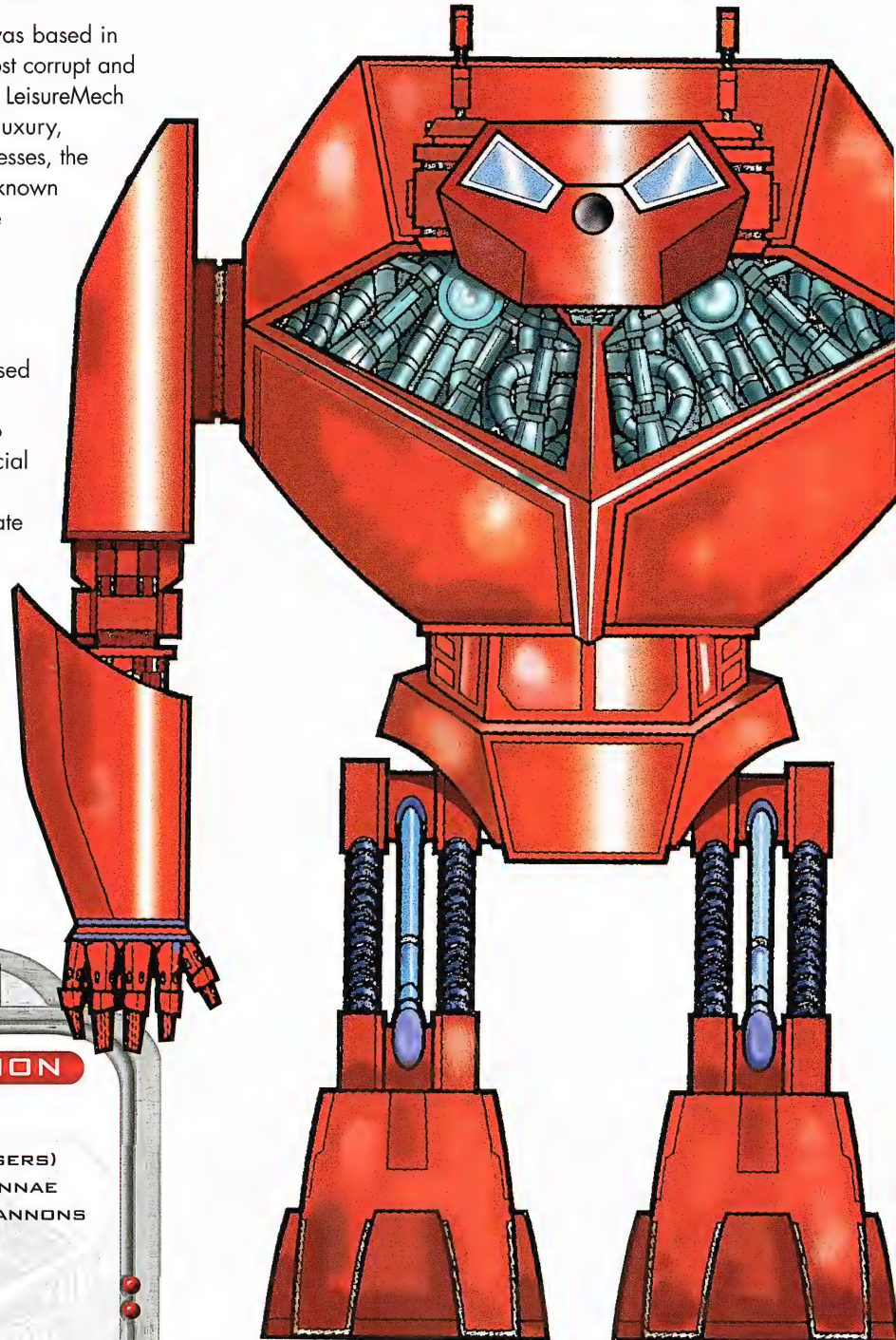
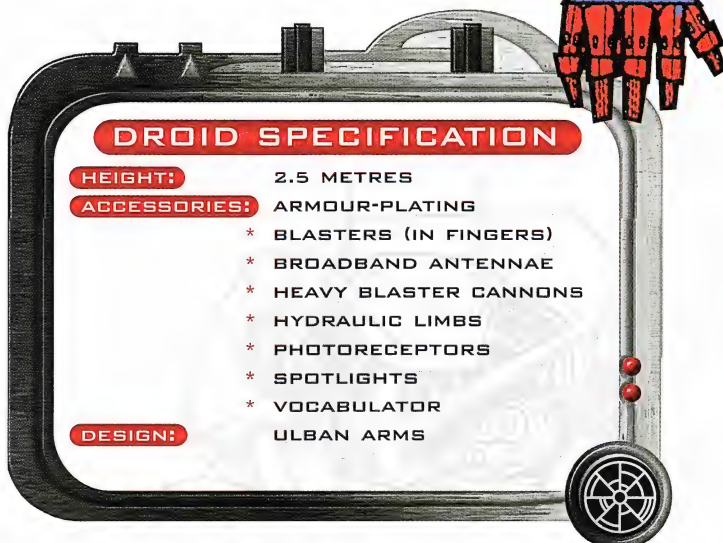
THE droid manufacturer LeisureMech was based in the Corporate Sector – arguably the most corrupt and unpleasant region of the known galaxy. LeisureMech specialized in the production of high-quality luxury, recreational and leisure droids for sale to businesses, the famous and the well-to-do. The company's best-known products include the C5 robo-bartender and the automated sabacc dealers.

NEW VENTURE

Given the company's focus on the leisure industries, the existence of a division that focused on the production of security droids was, for many years, something of a curiosity. Being so peripheral to the organization's main commercial focus, it was not surprising to industry analysts when this division was relaunched as a separate business called Ulban Arms. It is thought that LeisureMech's executives made a small killing from the sale – an apt phrase, given the company's new products.

A TERROR IS BORN

The idea of the Red Terror droid was conceived when Ulban Arms was still part of LeisureMech. It was intended to be a security droid but, as a result of political in-fighting at the time, this idea was blocked. Rather than giving up on the concept altogether, the design team decided to re-brand their idea as a 'gladiator' droid.



A BUILT TO INTIMIDATE: Ulban Arms' gladiator droids, nicknamed 'Red Terror' by fellow droids on the factory moon of Telti, were equipped with a formidable arsenal of weapons. Their strength was not matched by intelligence.

Instead of abolishing gladiatorial contests altogether, some worlds had chosen to replace sentient combatants with droids. The design team argued that this new droid would be sold to the inhabitants of such planets.

In actual fact, the team recognized that this market was extremely small. However, once the droid was in production, the members of the security division hoped to sell it on to the security and bodyguard markets. As it turned out, by the time the model was finally launched onto the open market – just a few years after the fall of the Empire – Ulban Arms had been set up, and many of the old political arguments had ceased to pose a problem.

A string of design and production flaws meant it took six years for the gladiator droid – officially designated 'Warden 10-24' – to be released for sale on the open market. In the end, Ulban Arms had been forced to use the factory moon of Telti to manufacture the droid.

TOWERING TERROR

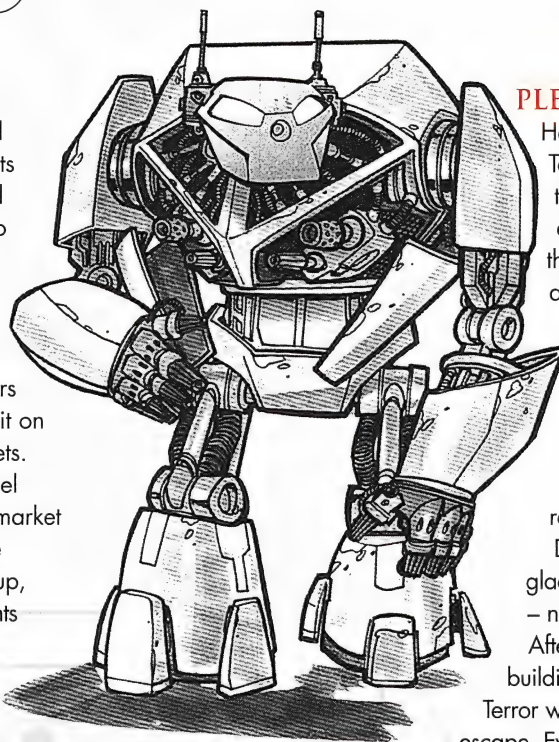
The droid itself was extremely sinister. Hunched, brooding and well over two metres tall, its obsidian eyes seemed to glow with blackness. As if its size wasn't intimidating enough, the droid's flared and stylized armour was painted bright red.

It would not be an exaggeration to say that the droid was as dangerous as it looked. In addition to it being very strong, the deadly gladiator droid also

boasted considerable firepower. Each of its fingers and thumbs concealed a blaster barrel, while the armoured plates that covered its chest folded back to reveal two double-barrelled, heavy blaster cannons.

POWER UNIT:

Based on a humanoid design, gladiator droids used a simple hydraulic locomotion system that gave them enormous strength. They were also heavily armoured and could withstand light laser fire.

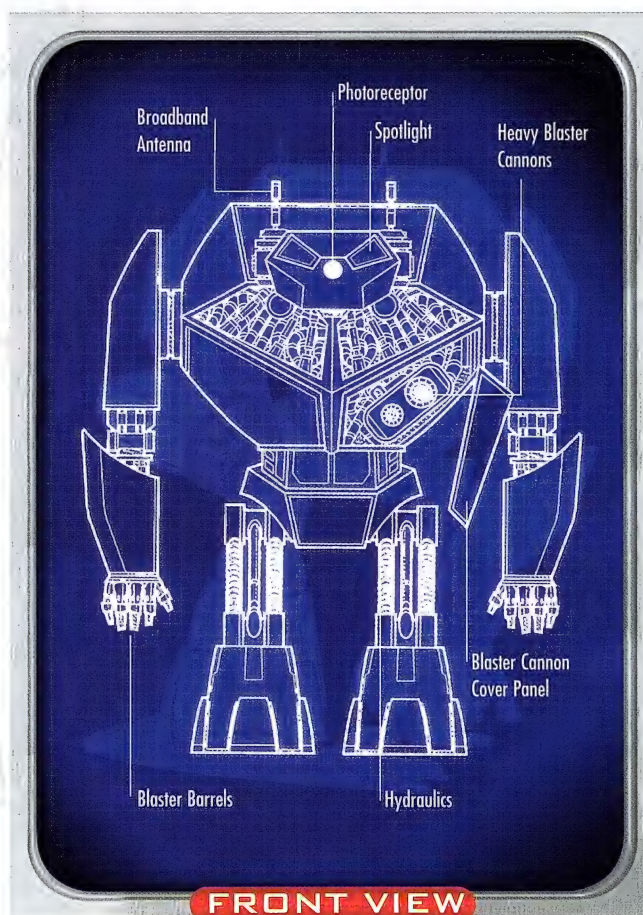
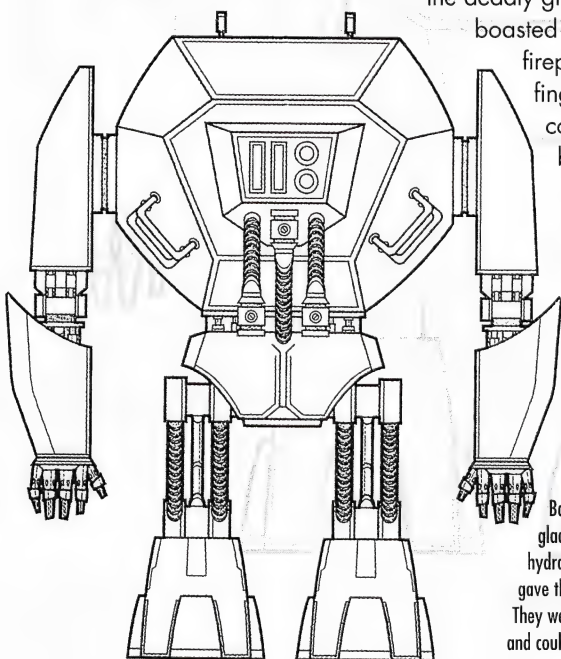


PLEASURE THROUGH PAIN

Having taken over the management of Telti, a Dark Jedi, Brakiss, realized that these droids would be more than effective at securing and defending the moon's manufacturing plants. After a little thought, he bought 500 of the droids for this specific purpose, making small modifications in the process. In particular, Brakiss reprogrammed them to gain pleasure from causing pain. It was for this reason that the other Telti droids referred to them as the 'Red Terror'.

Despite their reprogramming, the gladiators remained extremely stupid – not much better than a binary load-lifter.

After cornering C-3PO in one of the buildings on Telti, for instance, the Red Terror were almost tricked into letting him escape. Even more bizarrely, after they were set upon by a small army of astromechs, the scarlet droids quickly became confused and began shooting each other. While C-3PO and R2-D2 emerged from this encounter as heroes, the reputation of the gladiator droid was ruined forever.



FRONT VIEW

"LORD VADER, THE FLEET HAS MOVED OUT OF LIGHT SPEED, AND WE'RE PREPARING TO... AAAGH!"

3 ABY MED 1



MEDITATION CHAMBER

IT WAS FROM HIS MEDITATION CHAMBER ON BOARD THE *EXECUTOR* THAT VADER CONDUCTED HIS SEARCH FOR THE YOUNG JEDI LUKE SKYWALKER AND ORDERED THE ATTACK ON HOTH

By the time of the Battle of Hoth, Darth Vader had installed a hyperbaric meditation chamber on board his personal flagship, the Super Star Destroyer *Executor*. The chamber was located within the Dark Lord's personal suite, with access available only to him and the occasional high-ranking officer in the Imperial Navy.

Inside the black spherical device, which opened like a dark beast's maw for entry and exit, was a comfortable reclining chair from where the Dark Lord of the Sith meditated and plotted the downfall of the Rebellion and the capture of Luke Skywalker.

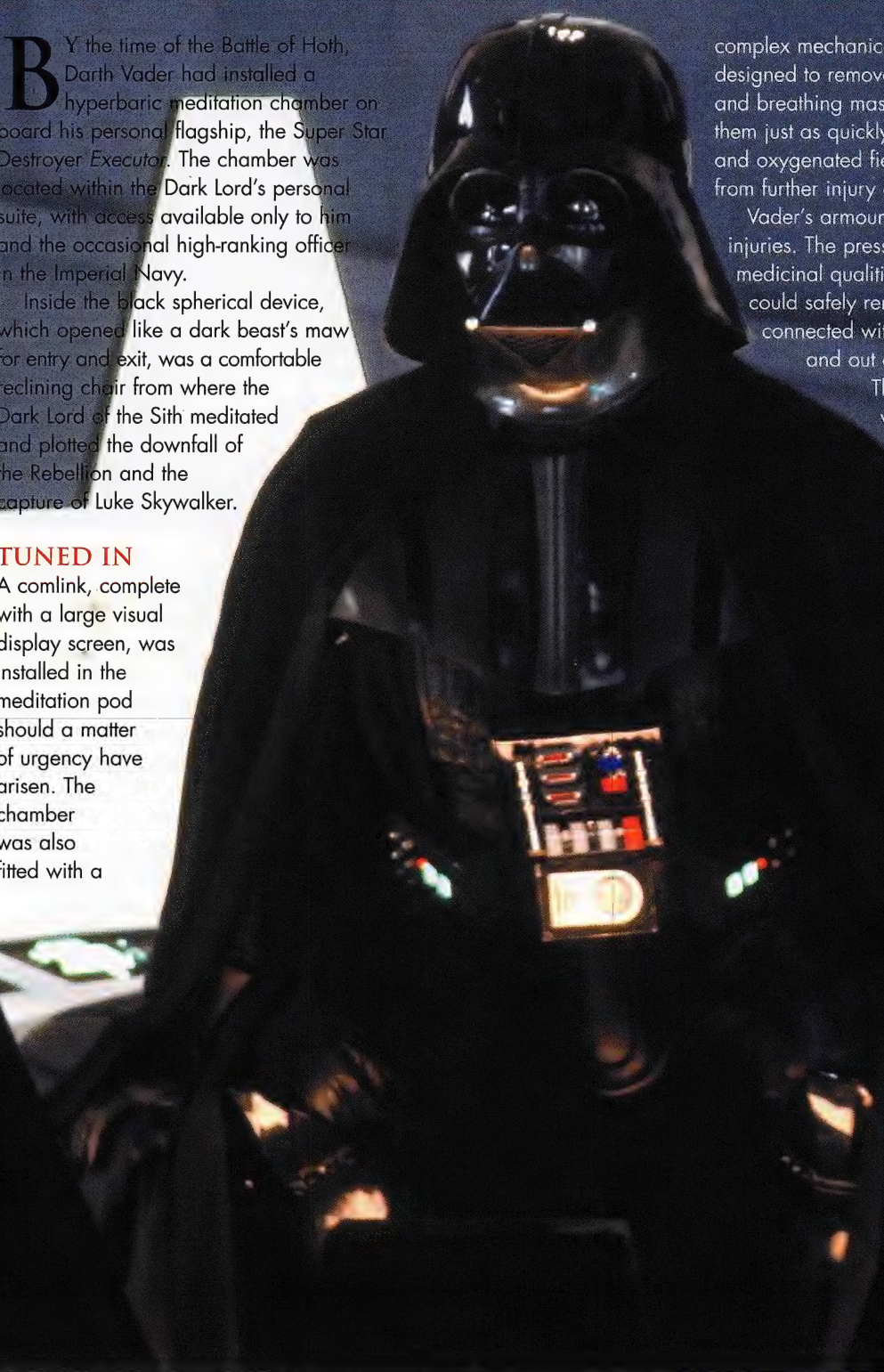
TUNED IN

A comlink, complete with a large visual display screen, was installed in the meditation pod should a matter of urgency have arisen. The chamber was also fitted with a

complex mechanical grappling device designed to remove Vader's life-support helmet and breathing mask in a moment and replace them just as quickly. With its supermedicated and oxygenated field, the sphere shielded him from further injury or death.

Vader's armour helped protect his horrific injuries. The pressurized sphere, with its medicinal qualities, was the only place he could safely remove his helmet. Vader's helmet connected with a backpack to cycle air in and out of his damaged lungs.

The helmet removal mechanism was an absolute necessity, for Vader would rely on nobody to assist him in taking off his armour. It was from his meditation chamber that the Dark Lord struck fear into General Maximilian Veers, even before he throttled Admiral Ozzel. And it was to his meditation



YES, ADMIRAL: An audience with Lord Vader was never easy. Admiral Piett had even more cause to feel on edge because he had to disturb Vader in his meditation chamber.



chamber that Vader retreated after Luke Skywalker's escape at Bespin.

Upon entering the chamber, Vader removed some of his armour and sat in contemplation. He reflected on how he had somehow failed to master the full intricacies of the dark side of the Force, as it had not allowed his body complete regeneration. He tested his reliance on the dark

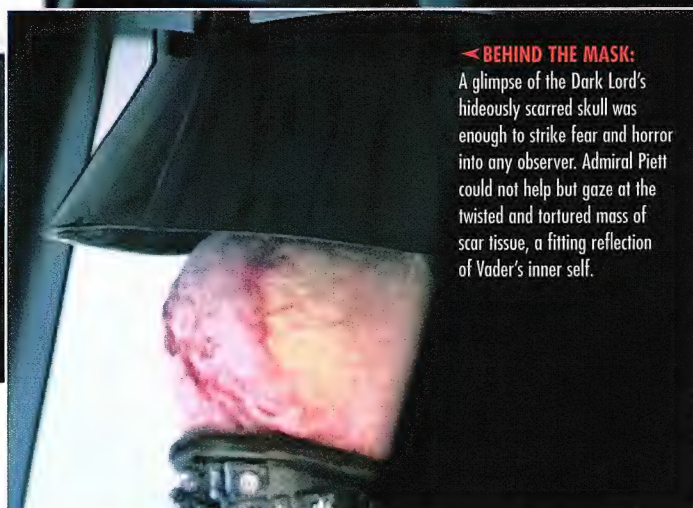
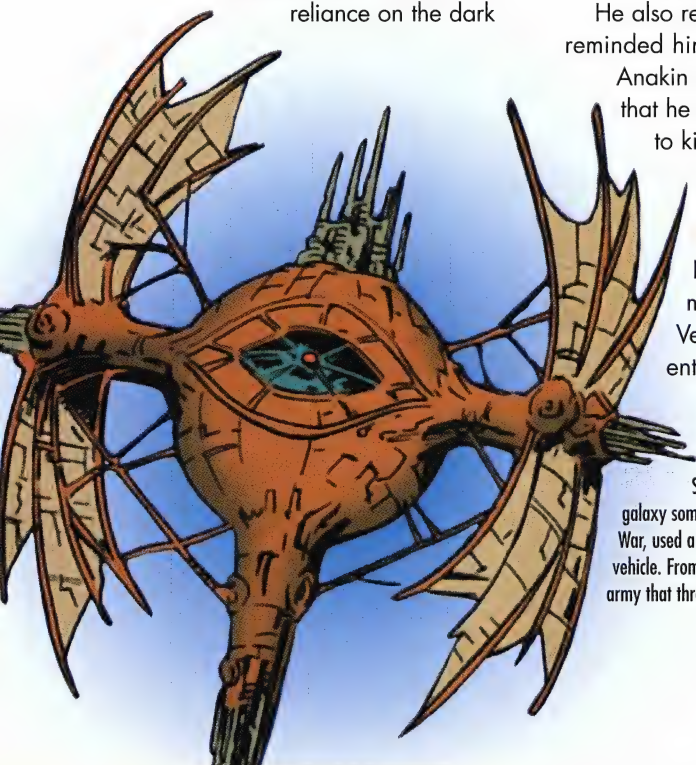
side when he opened the chamber without his protective suit on. Allowing the dark side to permeate his body, Vader was momentarily made complete before his joy at breathing normally chased the darkness away and he returned to his former state.

He also reflected on how his son reminded him of his former life as Anakin Skywalker, and realized that he did not wish the Emperor to kill Luke if the latter refused to turn to the dark side.

INNER SANCTUM

Darth Vader sat brooding in meditation when General Veers appeared at the entrance to the chamber.

SADOW'S SPHERE: The powerful Sith Lord Naga Sadow, who terrorized the galaxy some 5,000 years before the Galactic Civil War, used a flying meditation sphere as his command vehicle. From it, he took charge of a vast invasion army that threatened to overthrow the Republic.



BEHIND THE MASK:

A glimpse of the Dark Lord's hideously scarred skull was enough to strike fear and horror into any observer. Admiral Piett could not help but gaze at the twisted and tortured mass of scar tissue, a fitting reflection of Vader's inner self.

While Veers seemed sure of himself, he was still not bold enough to interrupt Vader's meditation. Veers was wise enough to stand quietly and wait for the Dark Lord to speak.

Admiral Piett felt great awe as he entered Darth Vader's personal quarters and approached his commander's meditation chamber. He caught a flickering glimpse of the back of Vader's disfigured head, where deep scar tissue twisted against corpse-pale skin. He realized he may have been one of the first to see Vader unmasked.

ANCIENT TRADITION

In using a meditation chamber, Vader was following a tradition that has been part of both Jedi and Sith practice since ancient times. Many Force-users over the millennia have kept a private place, often spherical, for contemplation. Such chambers can aid connection to both the dark and the light side of the Force.

"WOW! THIS IS SOMETHING!"

27 ABY KAS 1



KASHYYYK

KASHYYYK, THE HOME PLANET OF THE WOOKIEES, IS ONE OF THE MOST VERDANT, ECOLOGICALLY DIVERSE WORLDS IN THE GALAXY

It is commonly thought that the Wookiee – that most loyal, honourable and tenacious of species – originated on the planet Kashyyyk. The magnificence of the forests on Kashyyyk, with their deep undercurrents of violence and danger, seem to echo the splendour and passion of the Wookiee spirit.

Indeed, it is difficult to imagine this noble race growing and evolving anywhere else.

Kashyyyk is located in the Sumitra sector of the Mid Rim – not far from the border with the Expansion Region. The planet boasts a 26-hour day and a year that is 381 days in length. The surface comprises four main continents, separated by narrow bands of ocean. Archipelagos speckle the coastal seas, their ochre, russet or emerald-hued islands throwing the electric blue of the planet's waters into vibrant relief.

It is likely that Wartaki Island is the most famous child of these archipelagos, for it is there that the Wookiee dialect of Xaczik originated. Little known, and even harder to understand than the common tongue of Shyriiwook, Xaczik was used

by the Wookiee underground as a code language during the Imperial occupation. The island is also a source of clay, which Wookiees use to make pipes and bowls.

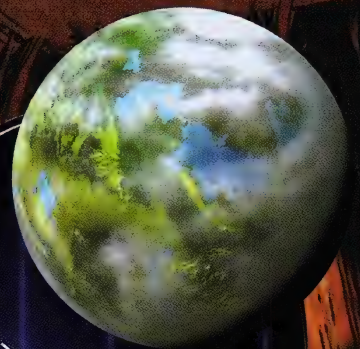
Kashyyyk has three very tiny moons that orbit it at varying distances. Despite their diminutive size, when in conjunction these moons exert a

significant pull on the planet's oceans, leading to vast tidal surges. Some of the smaller islands on Kashyyyk are often engulfed by these tides, and many Wookiees are known to have lost their lives to them.

LAND OF GIANTS

Nothing on Kashyyyk is small, and the planet's equatorial regions are no exception. These areas are straddled by vast mountain ranges that scrape the inner limits of the atmosphere and cover great tracts of the planet's surface. Kashyyyk's climate is generally very humid, but weather patterns are such that these mountains cast very deep rain shadows along one side. Over millennia, the shadowed areas have gradually turned to desert.

After the Wookiee, Kashyyyk is best known for its forests of wroshyr trees. These trees are huge, stretching many miles into the sky and dominating the planet's ecosystems. During the Imperial occupation, Wookiees carved secret landing bays into the boughs of the trees, and these were more than



PLANET INFORMATION

| | |
|----------------------------|--|
| PLANET: | KASHYYYK |
| TERRAIN: | MOUNTAINS, FORESTS |
| SPECIES: | WOOKIEE |
| LANGUAGES: | SHYRIIWOOK XACZIK |
| ATMOSPHERE: | OXYGEN MIX |
| POINTS OF INTEREST: | GIANT WROSHYR TREES TREE-TOP CITIES CHEWBACCA'S BIRTHPLACE |
| AFFINITY: | REBEL ALLIANCE |

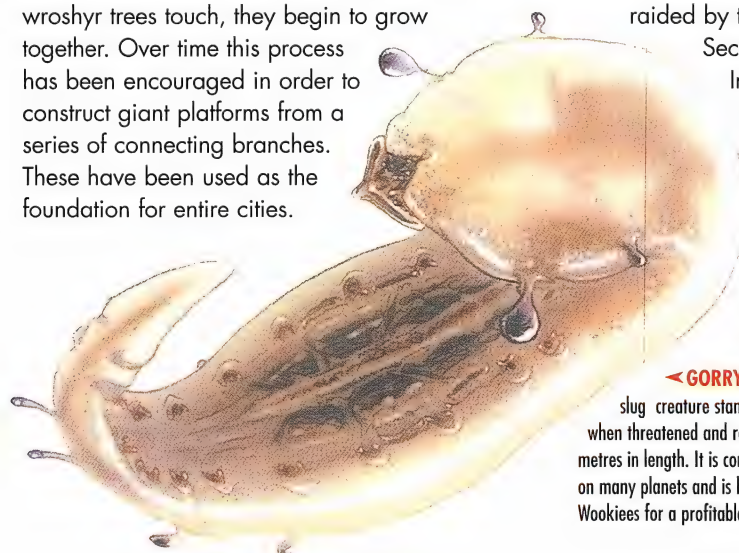


capable of holding ships the size of the *Millennium Falcon* with room to spare.

Curiously, wroshyr trees are not only to be found on Kashyyyk. When Wookiees began to venture to other worlds, they discovered a previously unknown moon called Alaris Prime. A temperate world whose surface is covered by oceans and forests, Alaris Prime also has many wroshyr trees. Following their discovery of Alaris Prime, the Wookiees petitioned the Galactic Senate to be given custody over it. After years of deliberation, it was granted.

AT HOME IN THE TREES

The majority of Wookiees – all those that don't occupy Kashyyyk's islands or mountains – live in the upper reaches of the wroshyr forests. When the boughs of wroshyr trees touch, they begin to grow together. Over time this process has been encouraged in order to construct giant platforms from a series of connecting branches. These have been used as the foundation for entire cities.



<GORRYL: This dangerous slug creature stands erect on its tail when threatened and reaches some two metres in length. It is considered a delicacy on many planets and is harvested by the Wookiees for a profitable export industry.

<NETCASTER: It might not look like a mortal foe, but the netcaster spider's venom is potent enough to kill a beast as large as a bantha. The poison is particularly effective against mammals, setting off a chain reaction that brings death in moments.

Although by no means the largest conurbation on Kashyyyk, Rwookrrorro is certainly the most famous, being the birthplace of the galactically renowned Chewbacca. Other Wookiee cities include Kamarkia, Northayk and Karryntora. The largest is Thikkiana City, which also boasts extensive computer facilities. Following the emergence of the clone Emperor, some of these facilities were raided by the Second Imperium, searching for old Imperial secrets.



A KING OF THE TREES

The Wookiees have become the most dominant creatures on Kashyyyk. Strong and brave, they are also intelligent beings who have developed complex social groups.

IS THAT SIZE TYPICAL FOR WROSHYR TREES?

27 ABY KAS3



THE WROSHYR FOREST

AS YOU CLIMB DOWN THROUGH THE BRANCHES OF THE WROSHYR TREES, THE LIGHT BECOMES DIMMER AND YOUR HOLD ON LIFE DECIDEDLY MORE TENUOUS

KASHYYYK has one of the most unique ecosystems in the galaxy. Because wroshyr trees cover so much of the planet's surface, and because of their extraordinary height, Kashyyyk has developed a vertical ecology. If a traveller were to climb from the forest floor right up into its leafy canopy, they would be able to distinguish seven distinct ecosystems, layered one above the other.

Wookiees generally inhabit the uppermost, or seventh, level of the wroshyr forest. Although many venture into the lower levels for hunting and food gathering, few Wookiees have travelled below the fourth level. The only people to have walked on the forest floor and lived to tell the tale is a small group of Jedi. The sole other reason for Wookiees to journey below the seventh level of the wroshyr forests is when they are attempting to undertake a rite of passage.

FOREST SCAR

According to legend, the Shadow Forest was formed millennia ago, when a meteor fell from the sky and collided with the planet's surface, tearing a deep scar through the trees. This wound never truly healed, and it is

believed that the forest itself decided to leave the area to the katarn, one of Kashyyyk's most deadly predators.

The tree cities of Kashyyyk are connected by a network of trails, the most famous being the Ryyatt Trail. This runs between the cities of Rwookrrorro and Kkkellerr, and passes right through the centre of the Shadow Forest – an area known as Anarrad. It is here that young Wookiees come when they are ready to take their final step into adulthood. In the middle of Anarrad is a deep pit called the Well of the Dead,

▲ TREE DWELLERS: The Wookiees have evolved to live in the top layer of the forests that cover much of Kashyyyk. Their cities in the trees have advanced facilities such as computer networks and starship landing platforms.

and it is here that they must venture in order to kill a katarn. Only then can they claim to have reached maturity.

The katarn is probably the most deadly predator on Kashyyyk, although the kououra, with its hollow, poisonous fangs, comes a very close second. The katarn's head is protected by a bony

ridge and it is able to attack its prey with the prehensile claws on its four feet or strike it with its long, rodent-like tail.

Other predators use more subtle methods to overpower their quarry. The netcaster spider can be found in the top four levels of Kashyyyk. Despite its small size, the arachnid has a highly venomous bite that can kill a bantha. The gorryl, or slug beast, is even more menacing. It can be found in the lower levels, hanging from branches, looking like an innocuous patch of slime. Then, when a tasty morsel passes underneath, the slug beast drops down and wraps itself around it, releasing digestive juices so that its prey can be properly absorbed.

INSECT LIFE

As well as the larger carnivores, Kashyyyk's vibrant ecosystems support a myriad of other insects. The needlebug is a curious little creature that uses its barb-covered nose to burrow into the bark of wroshyr trees and suck out their sap. The flame beetle is more deadly – when attacked, it defends itself by exhaling long streams of fire.

Less dangerous, and certainly more useful, is the phosflea. Wookiees capture these insects in their thousands using a pheromone lure. The creatures are then stored inside small lanterns where their pink glow illuminates Wookiee homes and cities during Kashyyyk's long, dark nights.

As with all other life on Kashyyyk, the vegetation that can be found in the



A ABUNDANT WORLD: The forests of Kashyyyk provide the Wookiees with a range of foods – from edible fruits, fungi and plants to large creatures. As omnivores, Wookiees consume much that Kashyyyk has to offer.



A LITTLE LIGHT: A blood-sucking insect resident in the upper levels of the Kashyyyk forests, the phosflea emits light from its abdomen. Wookiees use the creatures as a source of light.

upper levels of the forest is dramatically different to that found lower down the ecosystem. In the branches surrounding the Wookiee cities, colourful and tasty plants – such as the kolvissh flower and the grakkyn fruit – grow in plentiful quantities.

Nearer the forest floor, the plants become more menacing. Some of them are fluorescent, constantly emitting a pale glow, while others are more sinister still. For example, the syren emits scents to attract passing creatures, which are then captured by its petals and very slowly devoured.



"IF YOU PLAN TO PROTECT ME, YOU WILL HAVE TO COME ALONG."

22 BBY PAD2

CUSTOMIZED H-TYPE NUBIAN YACHT

PADMÉ'S SLEEK NABOO SHIP PLAYED A CRUCIAL ROLE IN
THE TURBULENT EVENTS LEADING UP TO THE CLONE WARS

> **NAVIGATION UNIT:** Positioned between the two pilot stations in the cockpit was the housing for the Nubian yacht's navigation computer. This powerful resource gave instantaneous readings and allowed swift access to hyperspace routes. Speed was a key part of the ship's defences.



SLEEK and dynamic in form, this customized vessel was Senator Padmé Amidala's chosen form of transport on many occasions. The ship was the smallest in the Naboo Royal Starfleet, but was nonetheless a capable and elegant craft.

TRUSTY VESSEL

During the separatist crisis, Padmé Naberrie utilized the ship to travel first to Tatooine, in order to assist the young Jedi Anakin Skywalker in locating his mother, Shmi, then later to Geonosis, where Skywalker's mentor, Obi-Wan Kenobi, was attacked by several Geonosians and their battle droids. In the aftermath of the battle, Padmé returned home to Naboo, where she married Anakin in a secret ceremony.

As a starship fit for royalty, the H-type yacht

followed the Naboo style of orderly design and aesthetics, even down to the arrangement of circuitry and components. The ship's most opulent section was the forward passenger cabin, with a handcrafted bed and throne chair.

SHIELD GENERATOR

As the yacht was unarmed, it was important for it to possess top-of-the-range defensive deflector shield generators in order to resist enemy attacks. A powerful shielding matrix concealed in the aft fins protected the craft from all but the most withering laser fire.



< **SILVER HULL:** The bright, near-seamless, chrome hull plating of Padmé's starship denoted its status as a vessel of the Naboo Royal Space Corps. The silver ships of Naboo were generally only used by the reigning monarch and his or her own staff, but in honour of Queen Amidala's victory over the Trade Federation, she was granted the accolade of such a vessel as a gesture of respect.

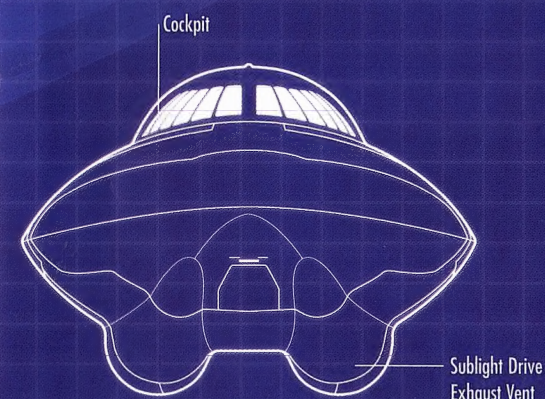
> **SKELETON CREW:** After extensive work by the Theed Palace Royal Vessel Engineering Corps, the H-Type was able to be flown by just one pilot and an astromech droid. With Anakin Skywalker on board, Padmé could devote her attention to navigation, flight checks and other essential procedures.



> **NAVIGATION CONSOLE:** When flying with a full complement of crew, a navigator would be stationed at the nav console. When Padmé flew alone, this function was automated.

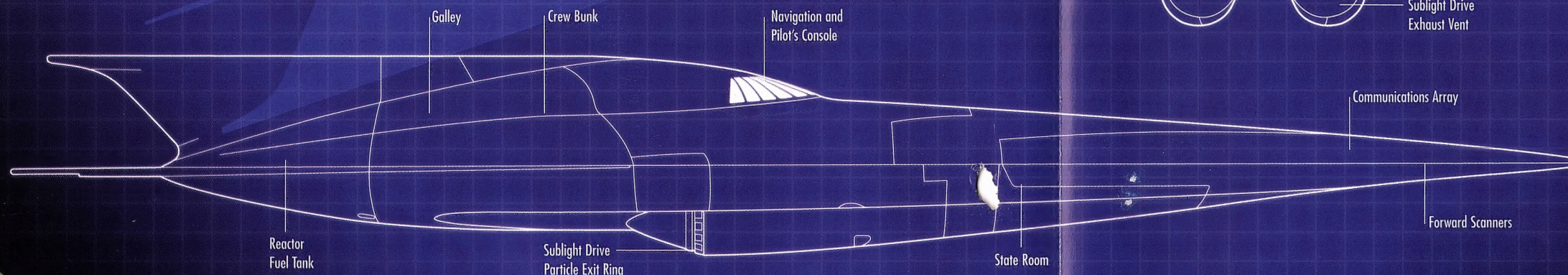


> **AERODYNAMIC DESIGN:** The missile-shaped hull of the H-type Nubian yacht enabled the ship to cut cleanly through the air when travelling in a planetary atmosphere. With its ion drives at maximum, the ship could quickly reach a velocity of 8,000 kilometres per hour within an atmospheric envelope. The narrow profile of the craft and its ducted engines presented Padmé's starship as a very small sensor silhouette, allowing it to slip undetected past spatial scanner networks.



Communications Array

Forward Scanners



Reactor
Fuel Tank

Sublight Drive
Particle Exit Ring

State Room

VEHICLE SPECIFICATION

TYPE: CUSTOMIZED H-TYPE
NUBIAN YACHT

CREW: PILOT, CO-PILOT, NAVIGATOR,
SHIELD OPERATOR,
TWO ASTROMECH DROIDS

LENGTH: 47.9 METRES

WIDTH: 8.1 METRES

AFFILIATION: NABOO ROYAL
SPACE CORPS





NEEDS IS LESS THAN A PARSEC AWAY

PADMÉ AMIDALA'S STARSHIP

MANY OF SENATOR AMIDALA'S DIPLOMATIC ASSIGNMENTS

REQUIRED HER TO VISIT OTHER PLANETS, OFTEN TRAVELLING

ABOARD A CUSTOMIZED NUBIAN SPACE YACHT

BASED on a Nubian design, as many of the craft serving the Naboo monarchy were, Padmé's starship outwardly resembled an H-type space yacht, but the craft's interior and primary systems were highly customized by the engineers of the Theed Palace Space Vessel Engineering Corps. In its original configuration, an H-type starship would require four flight officers and two astromech droids to crew it, but the modified version could fly with just a pilot and an R2 unit.

Fully crewed, the space yacht had stations for a command pilot and co-pilot side by side in the forward quadrant of the bridge, with a navigation console directly behind, and at the rear of the area a panel for an operator to handle comscan control and shield operations. An optional engineering officer could also be brought on board to operate the propulsion system's maintenance console on the lower deck, but typically the drive controls were left in the capable hands of the yacht's astromech droids.

COMMAND DECK

The H-type Nubian space yacht was divided into two decks. The upper level, or command deck, housed the bridge, located just behind the midline of the starship's spaceframe. As well as the vital command systems, this deck featured a series of small crew bunks in concealed alcoves for the bridge officers, along with a galley unit and a fresher. Aft of this compartment, the reactor core filled most of the upper deck, while the starship's shield generator extended to the rear. The yacht's trio of aft airfoil fins offered stability to the ship in an atmosphere, and also operated as radiators for the ship's systems. A coolant pump in the upper fin could shunt heat away from the shield systems in the event of an emergency.

The upper deck forward of the bridge housed power trunking and the yacht's sensor pallet, scanners and communications array. A turbolift platform connected the two decks, along with several maintenance crawlways.

OPERATIONS DECK

The lower level, or operations deck, was primarily devoted to the sublight engines and hyperdrive, although the forward third served as a well-appointed passenger cabin. The most protected part of the vessel, the cabin had its own bulkhead compartment and a series of explosive bolts laced into the surrounding spaceframe. In the event of a catastrophe, the entire section could be blown free to serve as a makeshift escape pod complete with particle flare launcher and beacon antennae.

ROYAL LUXURY

The cabin featured a handmade bed of wood from the Oxon region, with matching décor, and a throne so that the cabin could be used as an audience room.

Beyond the passenger cabin was the hyperdrive core, an efficient Nubian 150 model, and this in turn was straddled by two Sossen-3 ion engines, with their thrust chambers and motivator units seamlessly integrated into the curves of the ventral hull. At the rear of the lower deck were the storage lockers and a droid bay for a pair of

astromech units.

Other hull spaces here were filled with fuel tankage – specially compartmentalized with baffles and retardant subsystems to prevent shipboard fires – along with the aft repulsor coil arrays and the port and starboard antigrav generators. The decking at the rear of the annex here also served as a drop ramp, which would deploy through a shallow airlock once the yacht made planetfall. Like most Nubian designs, the H-type starship used a tripod landing-gear system, with the drop ramp providing extra stability.

SPEED OVER STRENGTH

The space yacht was as fast as its sleek exterior promised, powered by the ion drive engines mounted on the ventral hull. Constructed in the Nubian yards, the two Sossen-3 drives could push the vessel to 8,000 kilometres per hour in an atmosphere, and once in the vacuum of space, the ship could top a sublight speed acceleration of 2,800G. Interstellar travel was achieved with a Class 0.9 hyperdrive motivator. A Nubian 150 core module twinned with a S-5 generator gave the ship an operational range of 20,000 light years when fully fuelled. The vessel's power generator and main reactor assembly was mounted on the upper deck, just aft of the bridge. In turn, the reactor energy could sheathe the starship in powerful shields. Without a weapons array, the deflectors were a vital component in the yacht's defences.

> LANDING GEAR: When in flight, the H-type's sleek design gave it a smaller sensor signature than a less graceful craft of the same size. Extending from the seamless hull of the H-type, the three landing props provided a stable footing on most solid surfaces. When extended, the boarding ramp contributed extra stability.

> RETRANSMIT THIS MESSAGE TO CORUSCANT:

The communications array on the H-type was state of the art, allowing Senator Amidala to keep in touch with Naboo and Coruscant from wherever she was in the galaxy. When Obi-Wan Kenobi's long-range transmitter was knocked out, the H-type's array served as a relay station, sending his message on to the Jedi Council on Coruscant.

